

## WEB

[CodeOverdose.es](http://CodeOverdose.es)

## LINKEDIN

[linkedin.com/in/frahermur](https://linkedin.com/in/frahermur)

## MORE INFORMATION

- Total availability.
- Mobility available.

## CONTACT



+34-636229465



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Sevilla

## LANGUAGES

### Spanish

Native.

### English

High Level

## INTERESTS

Sports, Computers, Music,  
Nutrition, Reading, Video  
Games

# Francisco Javier

Hernández Murillo

## Unity Developer/Programmer

### ABOUT ME

Master's graduate in video game programming and virtual reality. Experienced Unity developer with skills in C#, and basic knowledge in Python/Java, and Unreal/C++.

Fluent in Spanish and English. Now ready for new challenges in game development.

### WORK EXPERIENCE

#### Unity Developer - FunTech Rocket - Internship

04/2023 - 06/2023

Implementing Observer patterns, and handling event-driven programming. Enhanced code quality through refactoring and diligently solved bugs for optimal functionality. Managed version control to ensure smooth and efficient project updates

### PERSONAL EXPERIENCE

#### Unity Developer - BallDown

11/2022 - 04/2023

"BallDown" is a Unity project that began as an initial step in my video game development career. As my knowledge expanded, so did the project. I progressively integrated more advanced concepts such as scriptable objects, programming elements, and architectural components that I learned along the way. Transforming "BallDown" into an extensive representation of my evolving skills and growth as a Unity Developer.

**Highly** recommend checking it out on my [itch.io](https://itch.io)

### ACADEMIC DATA

#### Master in Video Game Programming and Virtual Reality

Tokio School - 04/2021 - 04-2023

#### Computer Engineering - Computer Technologies

University of Seville - 09/2019 - 04/2021

#### High school diploma in Technological Sciences - I.E.S Miguel de Mañara

09/2016 - 05/2019

### SKILLS

#### Intermediate

C#  
Unity  
Github  
Python

#### Basic

Java  
Unreal  
Blueprints  
C++